
CLAIMS:

1. A method for delivering media to a plurality of media client having a buffer for
caching media of a selected media stream within one stream interval and
5 processing capability for playing the media in a multicast media stream through a
network, including the steps of:

- generating plurality of multicast media streams, wherein each multicast
media stream is repeated at regular stream intervals;
- joining the media client to a selected multicast media stream in response to
10 a selection request from the media client;
- caching the buffer of the media client continuously with unplayed media in
the selected multicast media stream; and
- caching the selected multicast media streams in at least one interactive
server,

15 such that interactive requests and/or errors in playing the media in the media client
are handled by the interactive server or the media server.

2. The method of Claim 1, wherein the interactive requests and the errors in playing
the media in the media client are handled by the interactive server.

3. The method of Claim 1, wherein the media in each multicast media streams are
sent in packets of data, and the packets are interleaved randomly.

4. The method of Claim 1, wherein the stream interval is 30 to 60 seconds.

5. The method of Claim 1 further including the step of generating a dedicated unicast media stream from the media server or the interactive server and delivering to the media client in response to a dedicated interactive request from the media client requesting a dedicated media.

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6. The method of Claim 5, wherein the dedicated unicast media stream is generated from the interactive server if the interactive server contains the dedicated media.

7. The method of Claim 5, wherein the dedicated unicast media stream is generated from the media server if the interactive server does not contain the dedicated media.

8. The method of Claim 5, wherein the dedicated unicast media stream is generated from the interactive server after the dedicated media is delivered from the media server to the interactive server, if the interactive server does not contain the dedicated media.

9. The method of Claim 1, wherein the interactive request includes any one or more of pause, slow motion, fast forward, rewind, jump forward, and jump backward.

10. A system for delivering media selection to a plurality of media clients having a buffer for caching media of a selected media stream within one stream interval and processing capability for playing the media in a multicast media stream through a network, including

- at least one media server for generating a plurality of multicast media streams, wherein each multicast media stream is repeated at regular stream intervals, and the media client is joined to a selected multicast media stream in response to a selection request from the media client

5 - at least one interactive server for caching the selected multicast media stream

such that interactive requests and/or errors in playing the media in the media client are handled by the interactive server or the media server.

10 11. The system of Claim 10, wherein the interactive requests and the errors in playing the media in the media client are handled by the interactive server.

12. The system of Claim 10, wherein the media in each multicast media streams are sent in packets of data, and the packets are interleaved randomly.

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13. The system of Claim 10, wherein the stream interval is 30 to 60 seconds.

14. The system of Claim 10, wherein a dedicated unicast media stream is generated from the media server or the interactive server and delivered to the media client in response to a dedicated interactive request from the media client requesting a dedicated media.

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15. The system of Claim 14, wherein the dedicated unicast media stream is generated from the interactive server if the interactive server contains the dedicated media.

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16. The system of Claim 14, wherein the dedicated unicast media stream is generated from the media server if the interactive server does not contain the dedicated media.

5 17. The system of Claim 14, wherein the dedicated unicast media stream is generated from the interactive server after the dedicated media is delivered from the media server to the interactive server, if the interactive server does not contain the dedicated media.

10 18. The system of Claim 10, wherein the interactive request includes any one or more of pause, slow motion, fast forward, rewind, jump forward, and jump backward.